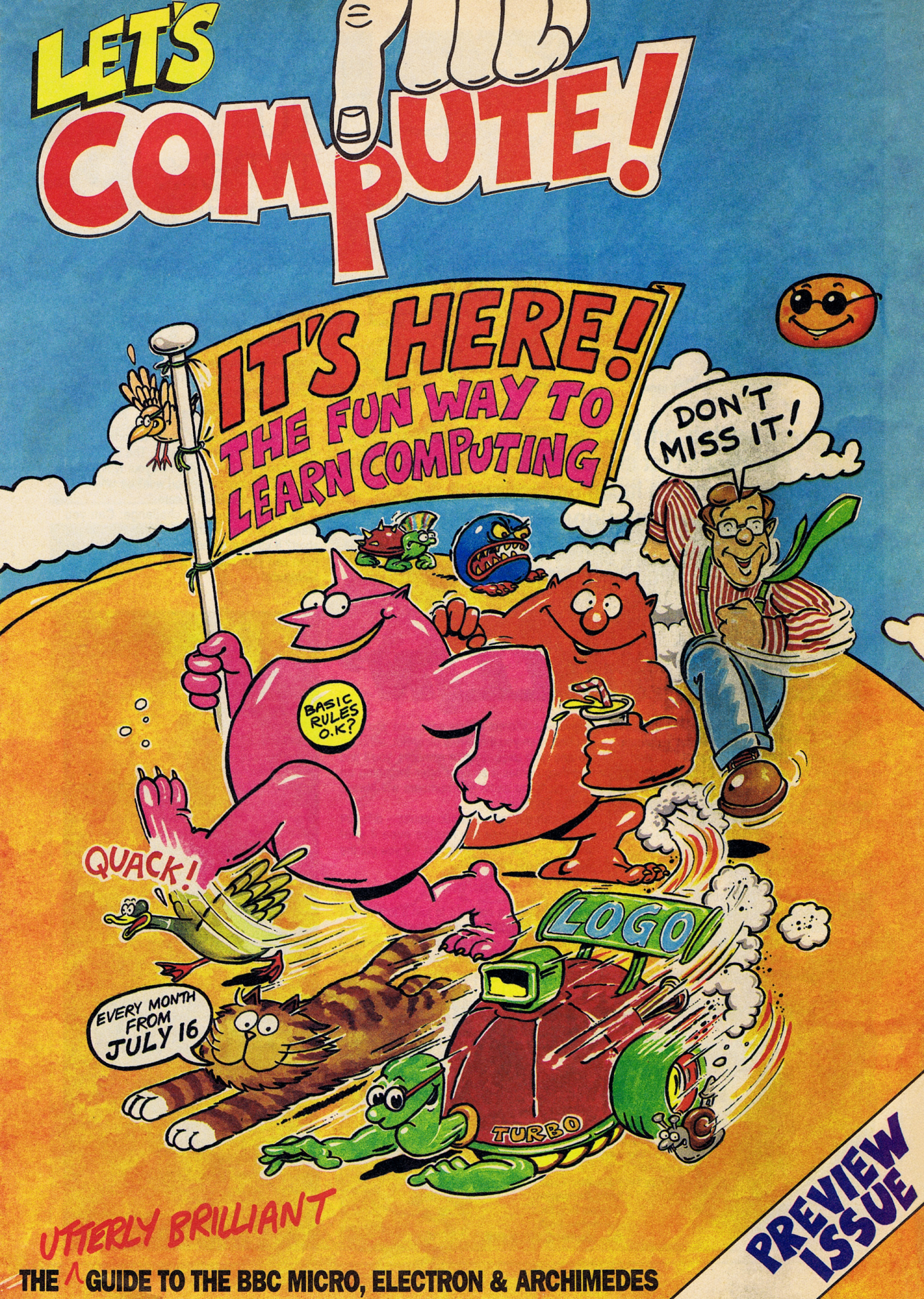

LET'S COMPUTE!
IT'S HERE!
THE FUN WAY TO LEARN COMPUTING
DON'T MISS IT!
BASIC RULES O.K?
QUACK!
LOGO
TURBO
EVERY MONTH FROM JULY 16
UTTERLY BRILLIANT
THE GUIDE TO THE BBC MICRO, ELECTRON & ARCHIMEDES
PREVIEW ISSUE

TRY IT NOW!

When you switch on your micro it's in command mode. This means that any command you give it will be obeyed – providing it can understand it.

Here are some instructions you can try out for yourself. But remember to key each one in exactly as it's printed here, and don't press Return until you get to the end.

GET ROLLIN'

Whether you want to play a game like Yahtzee or just use your micro to act as an automatic dice thrower, this routine is just what you need.

It cycles numbers – each between one and six – on the screen and stops each one at random. All you have to do to throw again is press the spacebar.

So key it in now and chuck away those dice!

```
REP.REP.MO.O:FORs=1TORND(100):P.TAB(O,14):FORd=
1TO5:P.RND(6);:N.,:U.GET=32:U.O
```

PS If you want to throw more or fewer than five dice all you have need do is change the number 5 in the routine to any figure you like. It's just as easy to give your dice more *spots* as well – change the number 6.

You may expect a routine that simulates dice to give you different results each time you try – just like when you throw real dice. But, although the one here uses *random numbers*, you'll find that if you enter it straight after switching on your micro the same five numbers will always turn up. Try it!

You can get more realistic results – different each time you use the routine even if your micro's only just been turned on – if you put the following at the start:

```
x=RND(-TIME)
```

You need to put a colon (:) to join it to the next part of the statement. Find out why the numbers are more random – and why a colon is needed – as you learn more about your micro in ***Let's Compute!***

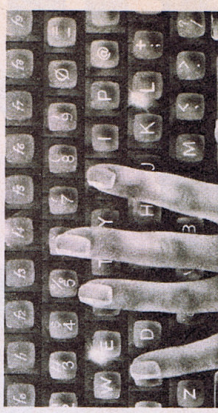
Can YOU beat the Boffins?

If you think you can improve any of the routines on this page – or write others that produce strange effects on your screen – we'd love to hear from you.

If we like what you send we'll print it – and for each short routine we'll send you one of the exclusive *Let's Compute!* baseball caps. We also want to know what YOU want to see in *Let's Compute!* If it's a good suggestion it will also win you a baseball cap, so remember to give your name and address. If you're under 16 also give your age.

Write to: Pete Davidson
Let's Compute!
Europa House
Adlington Park
Macclesfield, SK10 4NP.

TRUE TO TYPE...



Have you ever typed your name on the keyboard only to be told by your cheeky computer that it's a Syntax Error? Want to show it who's the boss? Just enter the following routine and you'll find you can type anything – well almost anything – you want:

```
CLS:REP.REP.c$=GET$:P.c$;:U.c$=CHR$13:VDU1O:U.O
```

PS If you have a printer you can use your micro as a typewriter if you put this at the start of the routine:

```
VDU2
```

Unfortunately, unless you're a perfect typist you'll quickly find one big snag. The Delete key doesn't work. Which means all your typing mistakes will be printed and you won't be able to do anything about it. So take care.

Meanwhile, here's a challenge: Can you make Delete work and still keep the routine short? If you can, send us your listing. You may even see your name in a future issue of ***Let's Compute!***

DO-ANYTHING KEYS

Each key on your keyboard produces just one letter, or some other character, when it is pressed – but not the function keys.

When you switch on your micro they appear to do nothing at all when you press them. But they're great for storing things you might want to key in time after time. You'll find you can make them print anything you like, from a single word to your complete address. Try this:

```
*KEY1 PETE
```

Now press f1 and PETE will appear on your screen (the word that is). Try it with your own name.

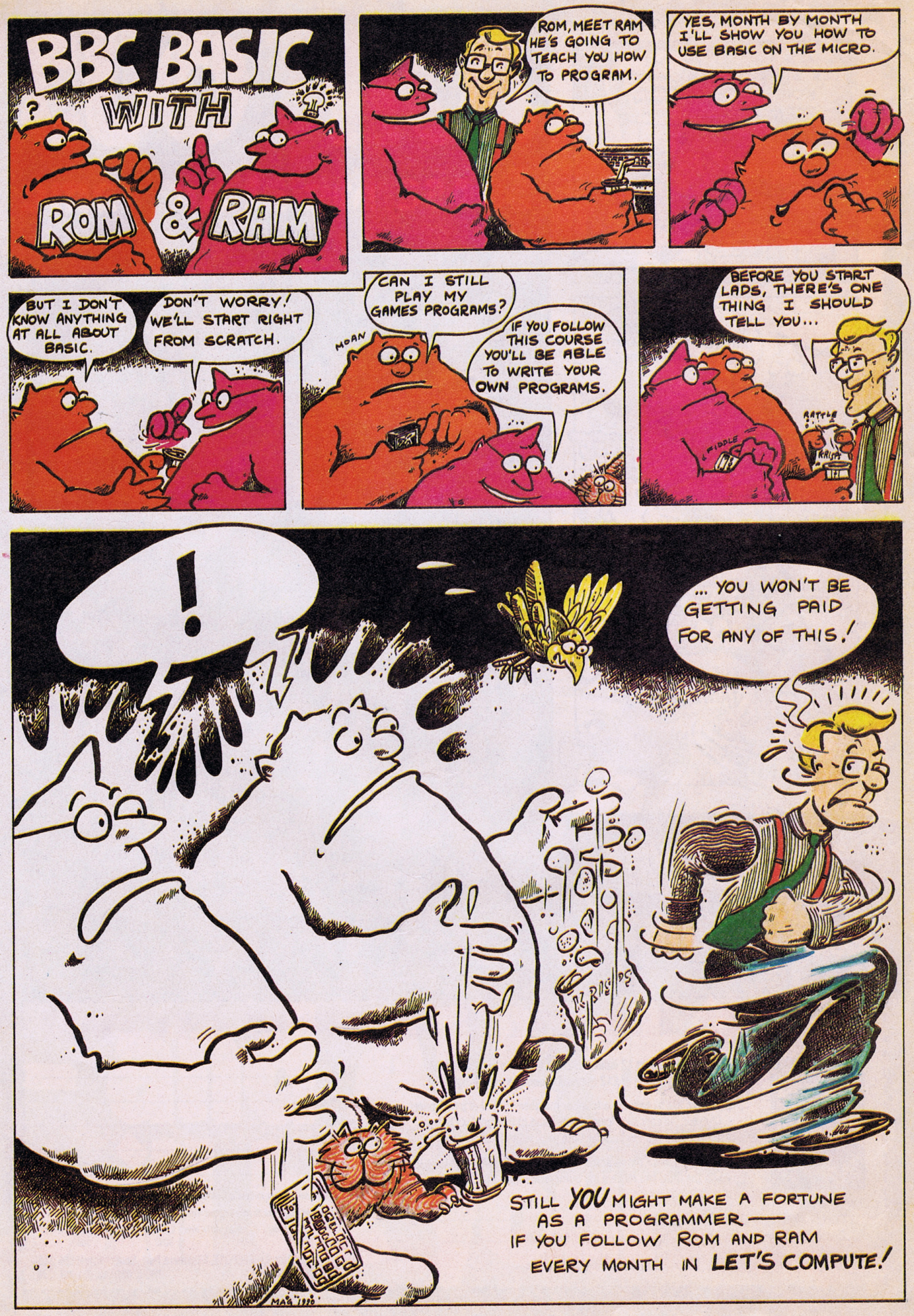
It's amazing how quickly you can fill the screen if you press the key several times.

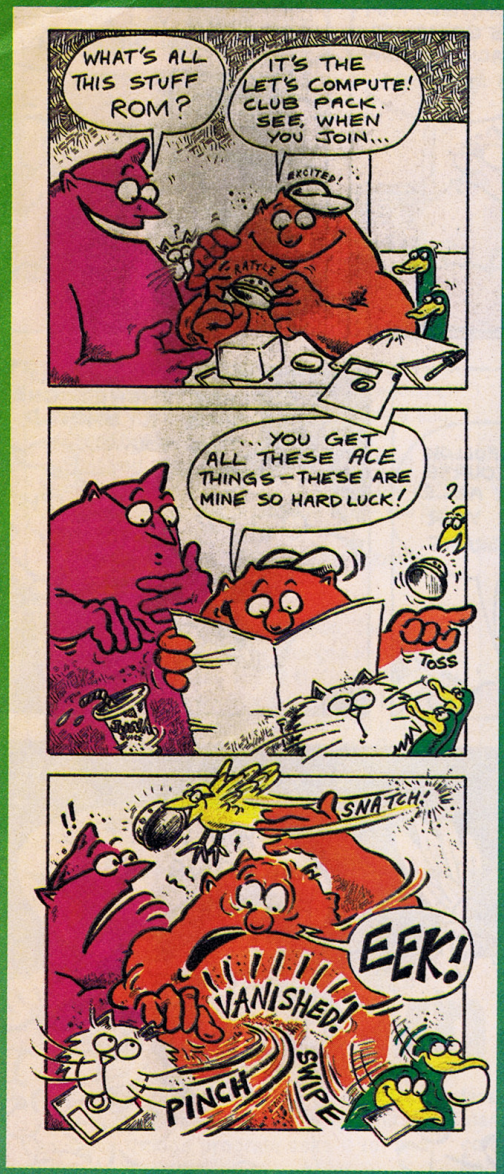
Try putting different words in all the keys and you've made a simple game.

See how many guesses it takes your friends to find a hidden word.

So how can these keys help you with the short routines on this page? Just put, say, *KEY1 in front of any of them and the program's available at the press of a key. And there's another advantage of this method: If you make a mistake you can bring your text back and use the Copy key to correct it.

The function keys are labelled f0 to f9 (or F1 to F12 on the Archimedes series – the one labelled PRINT acts as F0). On BBC Micros and the Archimedes series they are separate red keys, while on the Electron you have to hold Caps lk/Func as you press them.


BBC BASIC WITH ROM & RAM
ROM, MEET RAM HE'S GOING TO TEACH YOU HOW TO PROGRAM.
YES, MONTH BY MONTH I'LL SHOW YOU HOW TO USE BASIC ON THE MICRO.
BUT I DON'T KNOW ANYTHING AT ALL ABOUT BASIC.
DON'T WORRY! WE'LL START RIGHT FROM SCRATCH.
CAN I STILL PLAY MY GAMES PROGRAMS?
MOAN
IF YOU FOLLOW THIS COURSE YOU'LL BE ABLE TO WRITE YOUR OWN PROGRAMS.
BEFORE YOU START LADS, THERE'S ONE THING I SHOULD TELL YOU...
FIDDLE
RATTLE
!
... YOU WON'T BE GETTING PAID FOR ANY OF THIS!
STILL YOU MIGHT MAKE A FORTUNE AS A PROGRAMMER — IF YOU FOLLOW ROM AND RAM EVERY MONTH IN LET'S COMPUTE!



JOIN OUR

Subscribe at the same

Here's YOUR chance to become a member of the most exclusive club in computing – and save money too!

If you become a founder subscriber to ***Let's Compute!*** by using the form below, you can also join the Club for just £3 (saving £2).

As soon as we've registered your name we'll send you a giant package of gifts to help you make the most of your computer.

In addition to your own Gold Membership Card you'll also receive lots of software on an action-packed disc or tape (don't forget to state which you require), PLUS ● unique function key guide ● quick reference crib card ● notepad, ruler, pencil and rubber ● stylish hat and badge ● stickers ● an incredible £200 worth of money-saving vouchers!

And that's not all! As a club member you'll be entitled to take part in exclusive competitions and special events with super prizes.

Make sure YOU don't miss out. Fill in the form below and send it today!

Don't let your pack get away!

(Should you prefer to buy* Let's Compute! *from your newsagent each month, you can still join the Club by paying the normal joining fee of £5. You can do this by filling in the appropriate part of the form below.)

SEND IN THIS FORM NOW!

YES PLEASE! *Tick as required*

☐ 3101 Send me the next 12 issues of *Let's Compute* for the special introductory price of £12 (including postage and packing).

☐ 3102 I'd also like to become a founder member of the *Let's Compute!* Club for the special price of £3 (instead of the regular £5) – so please send me the bumper Club pack with my first issue.

☐ 3103 I'll order *Let's Compute!* from my newsagent, but I'd still like to join the Club and receive my bumper member's pack for £5.

I wish to pay by:

☐ Cheque payable to Database Publications

☐ Credit card No: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Exp. date ☐/☐

Name .....

Signed .....

Address .....

.....

Post code ..... Age .....

Daytime phone number in case of queries .....

State whether you'd like to receive your free software on:

☐ 3050 *3.5" disc* ☐ 3051 *5.25" 40TK disc* ☐ 3052 *5.25" 80TK disc* ☐ 3053 *Tape*

TO: Database Direct, FREEPOST, Ellesmere Port, South Wirrall L65 3EB

No stamp need is posted in UK

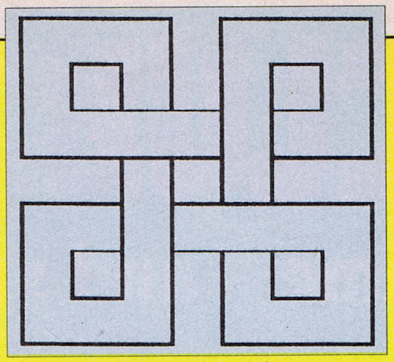
PHONE ORDERS: 051-357 1275

CLUB TODAY

time – and save £2!

– and ALL this will be yours!

IT'S KNOT LOGO...



The knot created from the listing below

Month by month *Let's Compute!* will give you a step-by-step guide of Logo. To show the kind of diagrams you'll be able to create here's a knot designed by Martin Sann.

First you must run a Logo program. (If you haven't got one there's a version on the *Let's Compute!* Club members disc and tape – see how to join on the centre pages.)

Then key in the listing and type the following:

```
KNOT 50
```

Now watch the knot being drawn. The number (50 in the example) can be changed to make the knot bigger or smaller. Just try it!

If you already know how to program in Logo can you draw your own special kind of knot using the language? If you do so, send it to *Let's Compute!* Europa House, Adlington Park, Macclesfield SK10 4NP. There are prizes for every one we print!

```
TO KNOT :DIST
HT
REPEAT 4 [PATT :DIST 0 0]
END

TO PATT :DIST :SIZE :ANG
MAKE "SIZE 3
MAKE "ANG 0
SQUARE :DIST :SIZE :ANG
MAKE "GAP 1
LINK :DIST :GAP
JUMP1 :DIST
LINK :DIST :GAP
MAKE "SIZE 1
MAKE "ANG 180
SQUARE :DIST :SIZE :ANG
JUMP2 :DIST :GAP
END

TO SQUARE :DIST :SIZE :ANG
FD :DIST * 2
REPEAT 3 [LT 90 + :ANG FD :DIST * @L = :SIZE]
END

TO JUMP1 :DIST
PU LT 90 FD :DIST LT 90 PD
END

TO LINK :DIST :GAP
FD :DIST * :GAP
END

TO JUMP2 :DIST :GAP
PU FD :DIST
LINK :DIST :GAP
RT 90 PD
END
```

WIN your own robot!

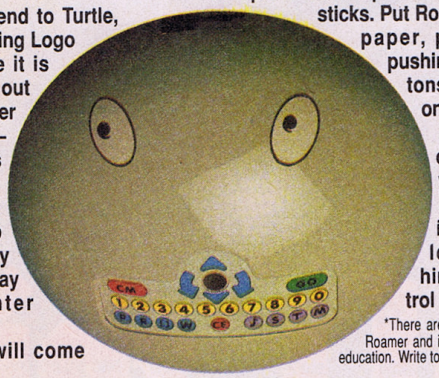
Here's YOUR chance to win a go-anywhere robot that knows logo inside out. It will do anything a Logo program asks it to, and much more besides.

Roamer is a close friend to Turtle, which can be found playing Logo in many schools. While it is just as versatile in and out of the classroom, Roamer is much more robust – and has a mind of its own.

Our prize pack costs £125*, but thanks to maker Valient Technology we have FIVE to give away in our easy-to-enter Wordsearch contest.

With your Roamer will come face shapes so you can make him look as mean or as cute as you like. PLUS four colourful jackets for camouflage. PLUS a complete set of penholders and colour-sticks. Put Roamer on a sheet of paper, program him by pushing his control buttons, and off he'll go on a drawing spree.

There'll be plenty of other add-ons you'll be able to buy for him, including one that lets you operate him by remote control from a BBC Micro.



*There are specially reduced prices for Roamer and its add-ons if they are used in education. Write to ***Let's Compute!*** for details.

A	A	Y	K	U	L	E	K	R	X
C	R	A	M	A	J	P	E	F	R
R	R	C	D	W	F	N	Y	X	A
X	M	T	H	B	D	Z	B	U	I
V	O	D	O	I	S	Q	O	J	U
Y	N	O	R	O	M	C	A	E	A
C	I	W	X	O	E	E	R	I	J
Y	T	Y	C	H	I	P	D	T	S
G	O	G	J	D	I	N	A	E	V
V	R	H	F	T	D	Q	Y	G	S

What you have to do:

Just find the six words in the wordsquare above and fill in the answers next to the clues on the entry form below. Then send it to arrive no later than July 31. Names of the five winners will be printed in *Let's Compute!*

If you want another clue – all the words you're looking for have something to do with computers, and they're all hidden somewhere in the wordsquare. Just winkle them out and put them in the right order.

ENTRY FORM

Clues

1. He leapt out of his bath so they named a micro after him. .....
2. Capricorns should remember this – at least when the power's on. .....
3. A never-to-be-forgotten memory. .....
5. Something to watch on a computer. .....
6. You'll find characters here. .....

Your name .....

Address .....

.....

.....

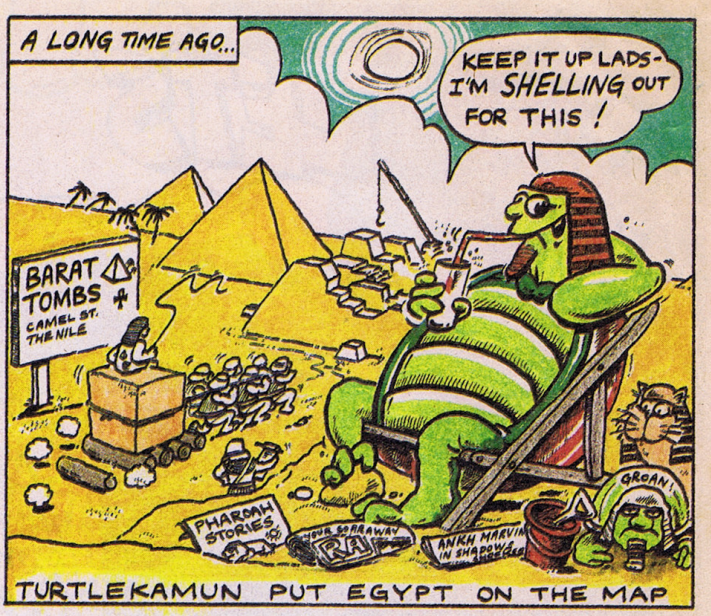
.....Age .....

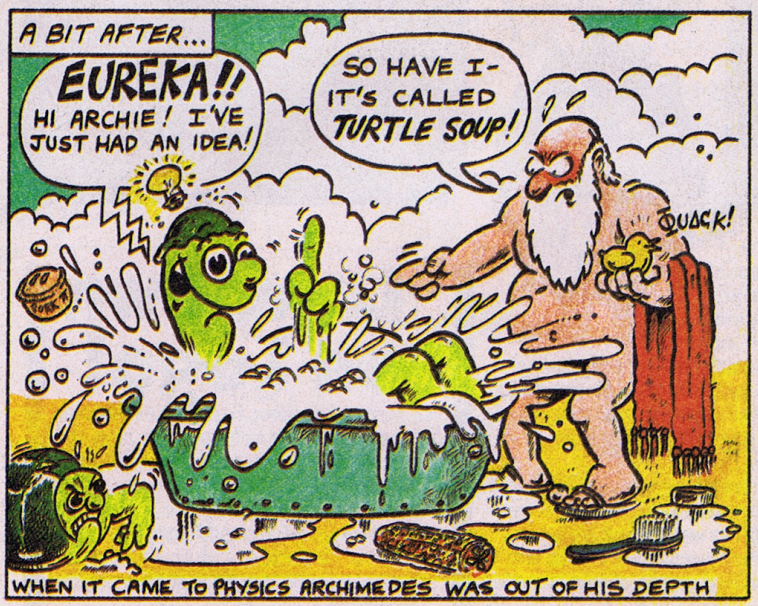
SEND TO: Roamer, ***Let's Compute!*** Europa House, Adlington Park, Macclesfield SK10 4NP.

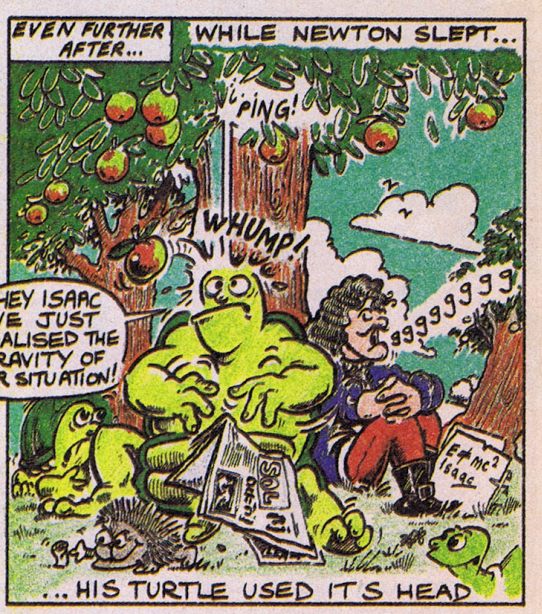
LOGO LOWDOWN

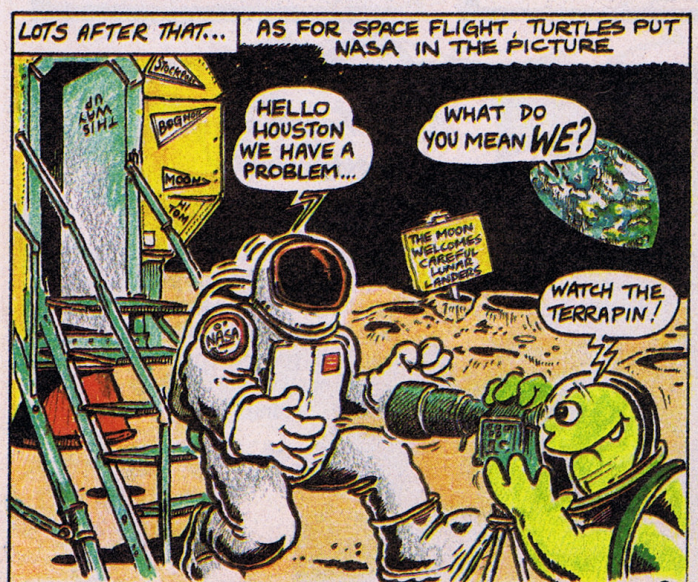
MICHAEL NOELS REVEALS THE MAJOR ROLE TURTLES HAVE PLAYED IN HUMAN ENDEAVOUR.

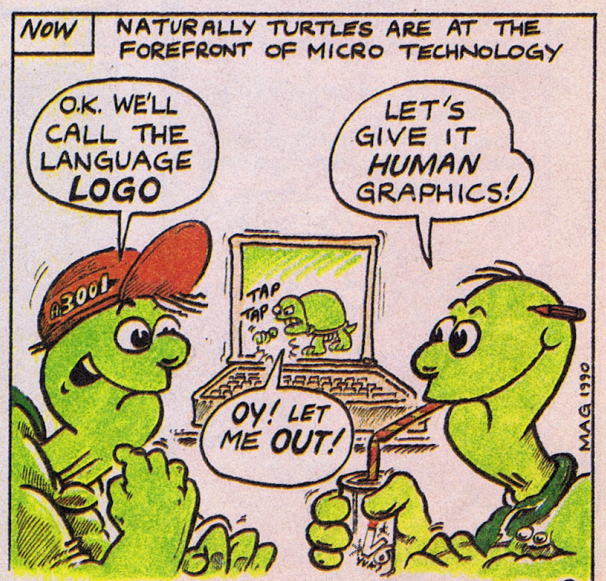
READ ON...











CAN TURTLES MASTER HUMAN GRAPHICS? CAN HUMANS MASTER TURTLE GRAPHICS?
READ **LET'S COMPUTE!** FOR THE REAL **LOGO LOWDOWN!**

Look what's coming in...

LET'S COMPUTE!

Super add-ons!

Explore exciting ways of linking your micro to the outside world. This easy to follow step-by-step guide will show you how to make a lie detector, a burgler alarm, a game to challenge your pals and your own tame turtle. You'll even be able to control a train set from your micro!

All the parts you need for these and lots of other great gadgets will be available as inexpensive kits to save you shopping around. Using clever techniques devised for ***Let's Compute!*** most projects can be assembled without any need for soldering.

You'll discover how easy it is to make add-ons for your micro and amaze your friends with your home-built devices. And most important: You'll have great fun as you learn.

Create your own mega game!

Prizes galore!

Every month ***Let's Compute!*** will be giving away lots of goodies. Among the fantastic prizes we'll be offering in the first issue are:

- A specially commissioned 3D illustration of your own turtle design, drawn, mounted and framed by our ace cartoonist.
- Computer Critters: The latest craze from America. Fix arms, legs and a head on to your micro to turn it into a unique character.
- Special (and very costly) pens and printer ribbons to put your own pictures on your T shirts.
- Art packages: Take your pick, from software for your micro to more traditional drawing tools.

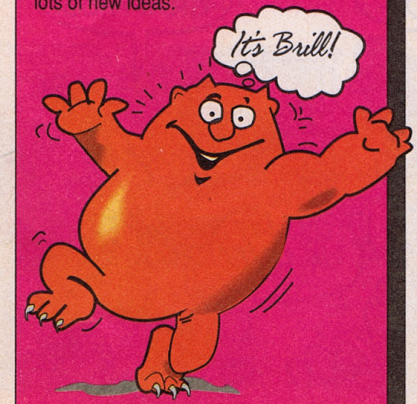
Discover Basic with Rom and Ram!

Rom loves playing games and eating. Ram is an expert computer programmer.

In ***Let's Compute!*** each month Ram will teach Rom more about Basic programming – and you're invited to tag along.

It's by far the most fun way to learn to program your micro.

Even if you already think you know Basic, you'll still find yourself picking up lots of new ideas.



Ever wanted to write your own game but just didn't know where to start? Now's your big chance!

Month by month you'll be able to add yet another section to your mega-game, giving it your own personal touch as you go along.

You'll be able to design your own mazes, change the graphics. Even make your monsters walk through walls.

And each month you'll end up with a new, improved version of your very own game.

Lowdown on Logo!

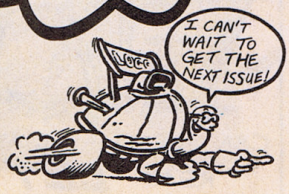
Turtles are making headline news all over the world. Now we're going to tame the turtles to teach you Logo – the most popular educational language of all.

With characters like Turbo Turtle, Tyke Turtle, Myrtle Turtle and Tommy – from the Turtle Territorials – you can't help but enjoy learning this fascinating, graphical language.

Science without the smells!

Using programs specially written for ***Let's Compute!*** you'll be able to see what happens in real-life experiments. You needn't worry about your experiments failing or blowing the house up. All the difficult, dangerous – and smelly – bits will be simulated on your micro.

Science is an important part of the National Curriculum and ***Let's Compute!*** proves that it can be fun, too. You'll really enjoy learning science as you perform each month's experiment.

And there's much, much more!

Each month *Let's Compute!* will be packed with fun things for you to try. Learning about your micro has never been such a romp. With puzzles, games, hints, ideas, listings and lots of surprises we've still got under wraps, each issue will be packed with plenty to keep both you and your micro occupied for a whole month.